

IDW

RAVAGE

CASSETTE STORAGE

At the start of the game, instead of placing Ravage in your Start Zone, you may place him on the Army Card of a figure you control with the Eject! special power.

POUNCE ATTACK

You may ignore Ravage's height of 3 when moving up or down levels of terrain. When attacking an adjacent figure with a normal attack, add 1 automatic skull to whatever is rolled if Ravage was not engaged at the start of your player turn.

ARMOR PIERCING ROCKET SPECIAL ATTACK

Range 5. Attack 4.
For each skull rolled when attacking with this special attack, the defending figure subtracts 1 from its defense.

Ravage can only attack a non-adjacent figure with this special attack and can only use this special attack once per round.



5
LIFE

MOVE 7

RANGE 1

ATTACK 4

DEFENSE 5

110

POINTS

CYBERTRONIAN

UNIQUE HERO

HUNTER

CUNNING

MEDIUM 3

